

## Derek Wenmoth – Keynote

6 year olds today have never known a world without 'youtube'

The e-learning environment is highly participatory (the best learning is not done on your own)

www = whatever / whenever / wherever

### 2007 – Student findings

*"How could your school make it easier for you to use technology?"*

1. Let me use my own tools and devices
2. Give me unlimited internet access
3. Let me access my projects anywhere
4. Provide me with communication tools

### Addition – Incorporation – Integration – Assimilation (Stages of ICT 'use/ system' in classrooms)

#### 3. Integration -

- Linked to our philosophy as a tool to enhance learning
- Computer activity linked in time or place with other learning

#### 4. Assimilation –

- Total focus on learning
- High but subconscious connectedness between ICT activity and curriculum philosophy, learning theory/styles, thinking etc
- Computer activity embedded in long term structure for learning.
- Emphasis on spontaneous use and student choice

How do you engage your students?

What tools do you use?

What tools can you use?

Do you encourage them to create and innovate rather than copy and paste?

Do you teach them to find and source relevant information and think critically about it

Help them to recognise, use and manipulate and transform digital media.

### Next step?

[www.coreeducation.co.nz/tentrends](http://www.coreeducation.co.nz/tentrends)

Fibre and cloud applications – sophistication of these will increase

Mobiles and wireless

So how will UFBIS affect learning?

**Learning is not different between home and school – learning happens any where, anytime, any pace, any device.**

**- Home – school – community (Ubiquity)**

**Ubiquity – Personalised – Collaborative**

Learning needs dictate service needs

- GCSN.co.nz - learning centre - Cooperative environment to be explored

‘Technological change is not additive, it is ecological’

‘Technology does not change something, it changes everything’

- Neil Postman

## **Derek Wentmoth - Thinking Digitally**

How do you deal with the huge amount of information ...

Curriculum sets the KC's at the centre.

KC's explain a disposition; how we fundamentally are.

Inquiry is the key.

We are never going to solve the significant problems we create if we keep thinking at the level when we created them.

### **Searching**

Google is not search. What do we want from a search engine.

We need strategies for searching

Search can be multimedia

Collaborative searching is powerful.

### **Resources**

- [www.livebinders.com](http://www.livebinders.com) – can bring resources together with tabs along top + slide shows etc

Set up a range of search engines. E.g. ...

- Quinturakids.com

– visual search engine. Tells you where you could look with the related ideas. As you hover over it unloads details.  
Good for narrowing a search

- Askjeeves.com
- Yahooligans.com (yahookids) – good for searching themes
- WolframAlpha – can ask it a question – especially good for maths and science – different ways of thinking about the same response.
- Seachcube.com – good search engine for visual learners

Searching punctuation – boollion logic for searching

- [www.boolify.org](http://www.boolify.org)

“ – “ Need exactly those words

‘+’, ‘ and ’ brings up these words in any order in sites

Subscribe to magazines on line – can then bookmark favourite pages in delicious account / livebinders

Can have access everywhere

### **Organising your thoughts and findings**

- Exploratree.org – great graphic organisers that can be used on and offline
- Debategraph.org
- Webspiration – cloud based mindmapping
- Mindmeisters
- Personalbrain

- “Cybraryman’s educational websites” to encourage critical thinking

### **Ways to make learning seamless between home and school**

- Openoffice – download free
- Wikispaces
- Googledocs

### **Graphics**

- Gimp – download free
- Google sketchup – 3D graphics

### **Movies**

- Moviemaker
- Xtrnormal – online

### **Audio**

- Itunes
- Audacity

### **Web pages**

- Dreamweaver
- [www.nvu.org](http://www.nvu.org) – free download

### **Games**

- [www.alice.org](http://www.alice.org)
- <http://scratch.mit.edu>

## Mark Osborne – Keynote

Guy Claxton

- ‘New kinds of smart’
- ‘What’s the point of school’

“You can become more intelligent by believing that you can become more intelligent” – Carol Dweck

Intelligence

Nature-----/-----Nurture

1%

99%

Carol Dweck –

Fixed mindset	The growth mindset
Not open to learning Give up when challenged Discard criticism ...	Embrace learning Persist when challenges Accept criticism ...

Key features of an environment that foster creativity ...

- Freedom of expression
- Lack of fear
- Willingness to break free of traditions
- Spirit of playfulness
- Purpose
- Reward

What do the experts say?

- Model creativity
- Allow time for creative thinking
- Question assumptions
- Encourage idea generation
- Cross-fertilise ideas
- Reward creative ideas and products
- Allow mistakes
- Build self efficacy

Learning styles:

*Mountain* – clear cut, conscious, confident, connected / *Meadow* – leisurely, creative, innovative

Learning should be a mix between the two.

Do we have a space to be reflective?

- ✓ Where are our digital reflective spaces? - Paul Reynold's ed talk
- Google goggles – name images when put into this / can solve problems / language translations
- ✓ Alternative to Brainstorming - Brain writing – Peter Heslin (Google all of the steps)

Work in groups of 4

Each person has a piece of paper. Pass paper round. Add further ideas of own. When has 4 ideas put in centre.

Go away and write as many more ideas as possible.

Write the ideas that you remember without looking (these are the ones that struck a cord)

Brain teaser – begin lessons to encourage thinking (Best brain teasers have multiple solutions)

Idea generation

30 days of Creativity

- Same idea done every day in a different way – short concept

Challenges

E.g. shopping bags – build a rope / +++

Impact Projects

Plan, proposal to staff and students,

If accepted, plan, establish criteria etc

(For us – sports uniforms, funding for ICT)

- ✓ Geveer – The tinkering school (TED Talks)

Failure – Intelligent failure / Fail forward

Ask the 'What if ...?' questions. Cross pollinate ideas

Stop motion animation -

## Open ended tasks

Imperative for encouraging creativity and innovation

### – How to record learning...

e-portfolio entries - Goals / Evidence of learning / Reflection / Example

wikieducator

What is your unique contribution to our school (What are you good at?)

✓ Youtube – ‘thumbs up for rock and roll’

Jane Gilbert – ‘Catching the knowledge wave’

**Not ‘if you are bright’**

**But ‘how you are bright’**

Harness one’s own unique skills and passion.

## **Mark Osborne – Catching Creativity**

### Practical ideas...

Best to use open source if possible

Plus could have a range of devices to suit needs

### **Desktop**

- **Sites – all links to be downloaded on <http://bit.ly/ashselearning>**

Linux – instead of windows??

- [www.wallwisher.com](http://www.wallwisher.com) – notes wall
- Gimp – photo manipulation (Photoshop equiv.)
- Scribus - Newspapers / posters / brochures etc (Pagemaker equiv.) - awesome for school mag / action projects – corrections made as go so don’t need lots of versions
- Scratch – game maker – teaches the fundamentals of programming
- Blender 3D – for tutorial and animated movies – high level
- Google sketchup – 3D drawing
- Sweethome 3D – architectural design
- Musescore – music composition / can download music and change it / can export as PDF or MP3 (like Sebeliaus)

- Tuxpaint
- Tuxguitar – teaches guitar and music theory
- Audacity – MP3 Recording
- Xmind - mindmapping
- Freemind - mindmapping
- VUE – mindmapping
- Jokosher – Garageband equivalent
- Video editing – see below
- Celestia – solar site
- Stellerial – solar site

## Browser

- Google chrome – download Apps e.g. Angry Birds
- Picnik – Photo manipulation
- Cranberry.net – Flashcard / Quiz / Learning tool developer!!
- Googleartproject.com – google gallery project (Virtual tours of major art galleries)
- [www.3dtin.com](http://www.3dtin.com)
- connectedmind – mindmapping
- podmatic.com – podcasts
- jaycut.com – online video editing (upload footage, drag to timeline – need ultra fast broadband)
- pixlr.com – multilayer / 3D photo manipulation

## Mobile

PC is dying / android phones are the most used

- Android app developer
- Speech to text engine
- Map my run
- GPS on phone
- Google sky (turn on camera and app. Shows constellation)
- Wikitude – put on area and get told information about it. Students can make their own about an area – history, geography ...)

## Key

- ✓ Sites / Presentations to support teacher learning
- Websites / downloads / apps
- Points to support notes made

By Nicki

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